# THE GAME

Experience yet more of the thrills and splits of dirt bike riding in this new improved all action simulation designed for one or two players. Against the clock guide your rider over 24 different courses, keeping a careful lookout for the numerous hazards and obstacles which will come your way. These include:

Springboards - They will bounce you into the air, although you can prevent this from

happening by holding down the fire button.

Steps and picnic tables - You will have to jump over these!

Wooden ramps, sand, pipes, brick walls, screen walls and gates - Go slowly. Tyres, hedges and barrels - Go quickly over these as it is dangerous to jump.

Spikes - Avoid these at all costs - you have been warned Must - Watch out for musidy patches as they will slow you down.

#### GAMEPLAY

It is possible to enter any of the 24 different courses which are listed from A-X, and select five to play at one time. Should you fall off (and you will!), the computer will restart you in the next convenient position. In the meantime, the timer will count at twice the normal

### CONTROLS

### Joyatick or Keyboard

Player 1 Joystick Left Brake

Right Accelerate Up Wheelie Fire Jump

Player 2 Brake Accelerate Wheelle Jamio

Fire Start Q - Turns off the music during the game

### ICONS

Use the cursor keys to choose an Icon and press RETURN or FIRE to select it. From left to right, the icons are: Go, or start game: View high score table: Go to Editor: Option of one or two players: Enter player's name: Press the appropriate key to select the courses you wish to play.

### THE EDITOR

When you enter the Editor option, you will be given a new list of icons, these are: Go back to main screen; Save to Tape; Load from Tape; Redefine Keys; Select Controls. Save to computer - This will replace one of the courses with a course created using the Editor

9 and Cincerts or deletes sections of the course one character at a time. New obstacles, for

Edit - this allows you to create a new course or modify an existing one.

information - this lists the available obstacles and their corresponding letters. Print - will print the selected object on the course. 1 and 2 scrolls through the screen.

example hills, can be created by joining together existing objects and deleting the gaps. LOADING INSTRUCTIONS

Amstrad 464: Press CNTRL and small ENTER. Amstrad 6128: Type I TAPE and press RETURN, Press CNTRL

and small ENTER

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